IN THE CLAIMS:

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1. (currently amended) An image generating system, comprising:

A ~~surface~~ polygon direction judging means for judging a direction of a ~~surface~~ polygon constituting a three dimensional model, in relations to a viewpoint; and

A contour generating means for shifting ~~an original surface~~ vertices of a first polygon that ~~faces~~ face a back side in relation to the viewpoint, in a direction of a normal, for generating a second polygon by connecting said vertices thus shifted, and for painting ~~the shifted surface~~ said second polygon with a color that is darker than a color of ~~the original surface~~ said first polygon.

2. (currently amended) The image generating system according to claim 1, wherein:

said contour generating means can generate said ~~shifted surface~~ second polygon with a different quantity of shift for each three dimensional model.

3. (currently amended) The image generating system according to claim 1, wherein:

said contour generating means can paint said ~~shifted surface~~ second polygon with a different color for each three dimensional model.

4. (currently amended) The image generating system according to claim 1, wherein:

said contour generating means can generate said ~~shifted surface~~ second polygon with a smaller quantity of shift and with a color closer to the color of ~~the original surface~~ said first polygon, as the three dimensional model exists more distantly from the screen.

5. (currently amended) The image generating system according to claim 2, wherein:

said contour generating means can generate said ~~shifted surface~~ second polygon with a smaller quantity of shift and with a color closer to the color of ~~the original surface~~ said first polygon, as the three dimensional model exists more distantly from the screen.

6. (currently amended) The image generating system according to claim 3, wherein:

said contour generating means can generate said ~~shifted surface~~ second polygon with a smaller quantity of shift and with a color closer to the color of ~~the original surface~~ said first polygon, as the three dimensional model exists more distantly from the screen.

7. (currently amended) A method of generating an image, comprising steps of:

judging a direction of a ~~surface~~ polygon constituting a three dimensional model, in relation to a viewpoint; and

shifting ~~an original surface~~ vertices of a first polygon that ~~faces~~ face a back side in relation to the viewpoint, in a direction of a normal, generating a second polygon by connecting said vertices thus shifted, and painting ~~the shifted surface~~ said second polygon with a color that is darker than a color of ~~the original surface~~ said first polygon.

8. (currently amended) A storage medium that stores an image generating program, wherein said program causes a computer, which has read said program, to execute processes of:

judging a direction of a ~~surface~~ polygon constituting a three dimensional model, in relation to a viewpoint; and

~~giving instructions of~~ shifting ~~an original surface~~ vertices of a first polygon that ~~faces~~ face a back side in relation to the viewpoint, in a direction of a normal, generating a second polygon by connecting said vertices thus shifted, and of painting ~~the shifted surface~~ said second

polygon with a color that is darker than a color of ~~the original surface~~ said first polygon.

9. (currently amended) A computer program for causing a computer, which has read said program, to execute processes of:

judging a direction of a ~~surface~~ polygon constituting a three dimensional model, in relation to a viewpoint; and

~~giving instructions of~~ shifting ~~an original surface~~ vertices of a first polygon that ~~faces~~ face a back side in relation to the viewpoint, in a direction of a normal, generating a second polygon by connecting said vertices thus shifted, and of painting ~~the shifted surface~~ said second polygon with a color that is darker than a color of ~~the original surface~~ said first polygon.

10. (new) A method of generating an image according to claim 7, wherein:

said second polygon is generated with a different quantity of shift for each three dimensional model.

11. (new) A method of generating an image according to claim 7, wherein:

said second polygon is generated with a different color for each three dimensional model.

12. (new) A method of generating an image according to claim 7, wherein:

said second polygon is generated with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

13. (new) A storage medium storing the computer program for generating images according to claim 8, wherein:

said second polygon is generated with a different quantity of shift for each three dimensional model.

14. (new) A storage medium storing the computer program for generating images according to claim 8, wherein:

said second polygon is generated with a different color for each three dimensional model.

15. (new) A storage medium storing the computer program for generating images according to claim 8, wherein:

said second polygon is generated with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.

16. (new) A computer program according to claim 9, wherein:

said second polygon is generated with a different quantity of shift for each three dimensional model.

17. (new) A computer program according to claim 9, wherein:

said second polygon is generated with a different color for each three dimensional model.

18. (new) A computer program according to claim 9, wherein:

said second polygon is generated with a smaller quantity of shift and with a color closer to the color of said first polygon, as the three dimensional model exists more distantly from the screen.